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THE SUBMARINE SIMULATION

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Exciting World War II Submarine Action in the South Pacific!

By Sid Meier

0400 hours, Tuesday, August 12, 1942... BATTLE STATIONS!! BATTLE STATIONS!! Enemy convoy identified on radar!!

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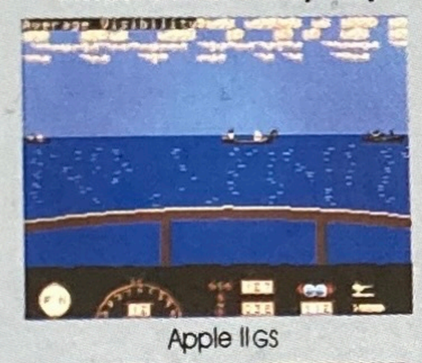
SILENT SERVICE is the most detailed and realistic submarine simulation for home computers. Player selected "reality levels" allow the player to customize complexity, and time scaling ensures that the actions and decisions are constantly required. SILENT SERVICE provides a wide selection of historical scenarios from individual attacks to patrol missions that bring challenge and fun to both the first time player and the experienced submarine veteran.

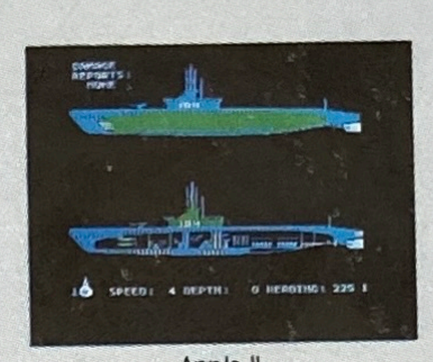
Will you, as submarine captain, select a quiet patrol sector in the Marianas Islands, or choose the dangerous waters off the coast of Japan? Is the submerged daylight periscope attack best, or do you charge in on the surface at night using only radar bearing to guide you? Do you pick off the enemy with a single torpedo shot? These decisions and many more are yours to make as you take your place among the elite ranks of the SILENT SERVICE!

Actual Screens May Vary

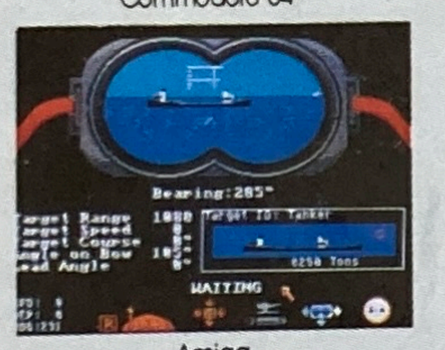
Commodore 64



Apple IIGS



Apple II



Amiga

Atari-ST

Tandy 1000

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USA: *Best Adventure Game For The Home Computer.* 1986 Charles Roberts Award For Outstanding Achievement Game Manufacturers Association (GAMA)/Academy of Adventure Gaming Arts & Designs

GERMANY: *Simulation Of The Year.* Best Games Of The Year Awards, Happy Computer, December 1986

USA: *Best Simulator.* Critics' Choice Awards, Family Computing, January 1987

ENGLAND: *Best Simulation.* Oscar Award, Commodore Computing International, December 1986

FRANCE: *Best Simulation.* TILT d'Or Canal (Golden TILT Award), TILT Magazine, November 1986

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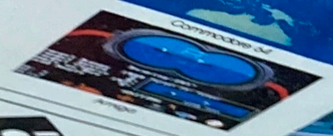

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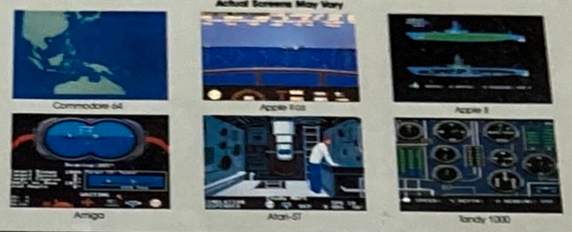

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USA: Best Simulator, Computer Game Awards, Family Computing, January 1988

ENGLAND: Best Simulation, Commodore Computer Show Awards, Earl's Court, 1988

FRANCE: Best Simulation, Tilt d'Or Awards (Golden Tilt Awards), Tilt Magazine, 1988

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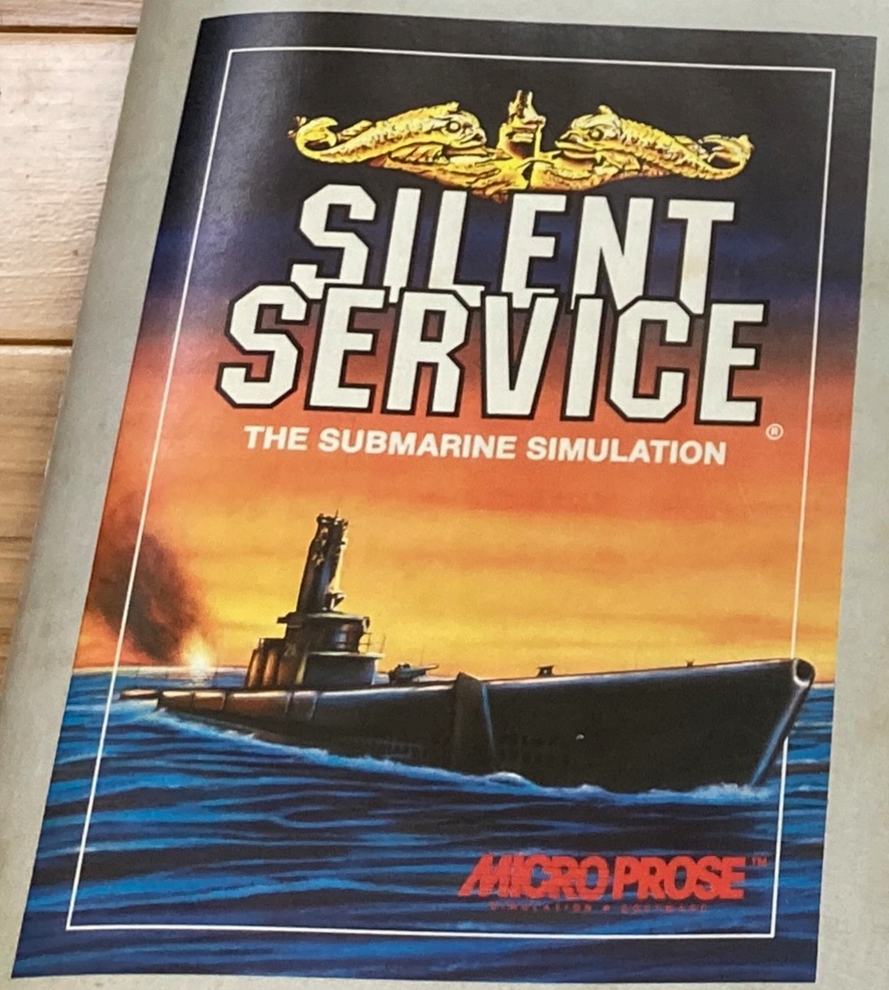

TACTICAL OPERATIONS MANUAL

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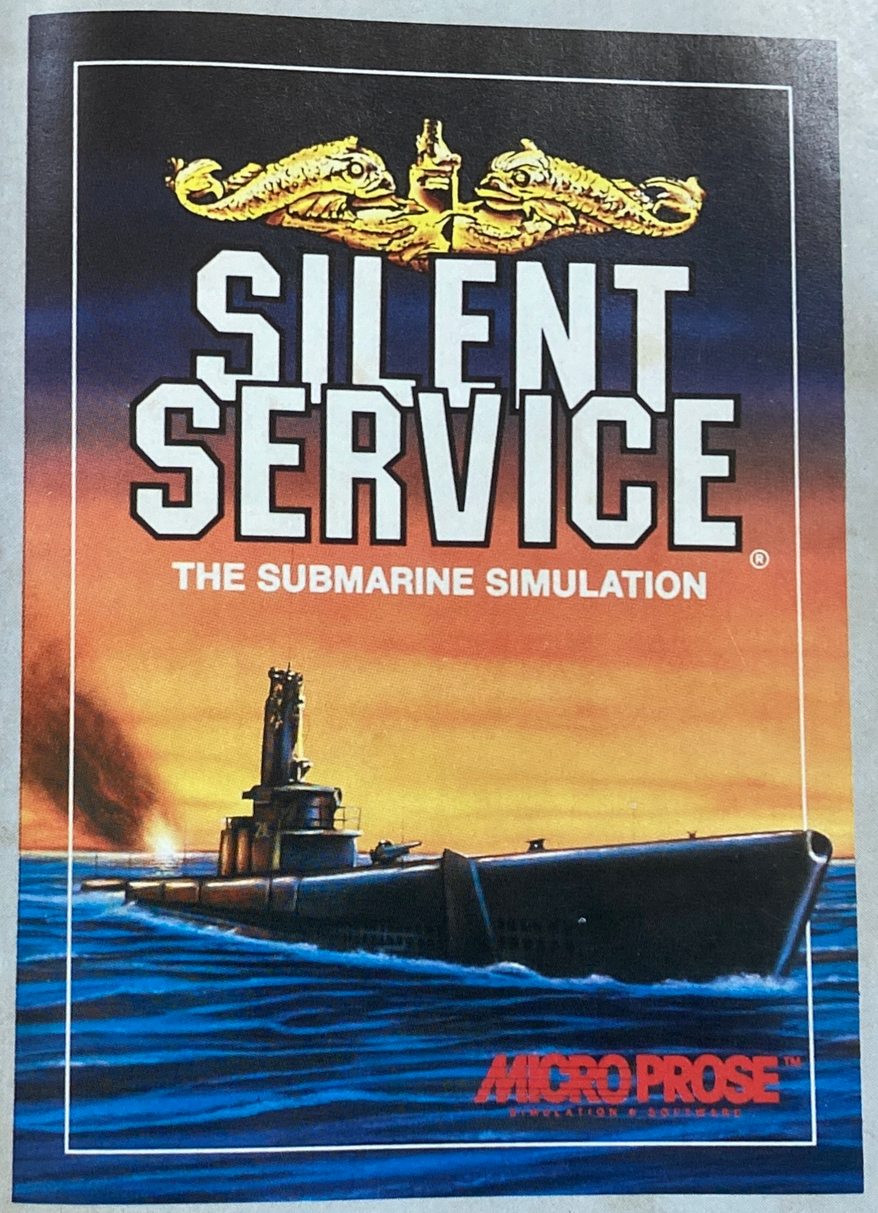

TACTICAL OPERATIONS MANUAL

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KEYBOARD COMMANDS

COMMAND	C-64	APPLE IIe/c/+/GS	ATARI XL/XE	IBM, TANDY ATARI ST AMIGA	DESCRIPTION
LOCATIONS					
CONNING TOWER	SP. BAR	SP. BAR	SP. BAR	SP. BAR	Return to the conning tower menu screen.
MAP	F1	SHIFT 1	SHIFT 1	F1	Select the Maps and Charts battle station. If you are already at Maps and Charts, this will re-center the map on your sub.
BRIDGE	F3	SHIFT 2	SHIFT 2	F2	Select the Bridge battle station (only possible when the sub is on the surface).
SCOPE	F5	SHIFT 3	SHIFT 3	F3	Select the Periscope/Binoculars battle station screen (only possible if sub is at periscope depth or on the surface).
GAUGES	F7	SHIFT 4	SHIFT 4	F4	Select the Gauges and Instruments battle station screen.
DAMAGE	F2	SHIFT 5	SHIFT 5	F5	Select the Damage Reports battle station screen.
LOG	F4	SHIFT 6	SHIFT 6	F6	Display the Quartermaster's Log for the current patrol.
PATROL/END	F8	SHIFT 8	SHIFT 8	F8	Return to the War Patrol Navigation screen to search for another convoy. This ends the game if playing a Convoy Action or Training scenario.
SUBMARINE CONTROLS					
PERISCOPE	P	P	P	P	Raise/Lower periscope. This command also sets the visual bearing to be the same as your sub's heading — you will be looking straight ahead.
THROTTLE	0-4	0-4	0-4	0-4	Throttle settings: all stop, 1/3, 2/3, full, and flank speeds.
REVERSE	R	R	R	R	Reverse the engines. Note that the turning effect of the rudders is reversed if the sub is proceeding in reverse.
DIVE	D	D	D	D	Causes sub to dive. Cancel this command by pressing RETURN.
SURFACE	S	S	S	S	Causes sub to rise toward surface. Cancel this command by pressing RETURN.
LEFT	↓ ↑	←	← •	←	Left rudder. Press again for Full Left Rudder. To cancel press RETURN.
RIGHT	← →	→	→ •	→	Right rudder. Press again for Full Right rudder. To cancel press RETURN.
CANCEL	RETURN	RETURN	RETURN	RETURN	Cancel all turn and dive commands.
EMERGENCY	CTRL. E	CTRL. E	SHIFT E	CTRL. E	Blow emergency tanks to halt uncontrolled dive. (Can only be used once per engagement.)
COMBAT CONTROLS					
DENTIFY	I	I	I	I	Identify target in crosshairs on scope.
ORPEDO	T	T	T	T	Fire torpedo. Bow or aft tubes will be selected automatically depending on which faces the target more directly.
UN	G	G	G	G	Fire the 4-inch deck gun.
P 25	+	+	>	+	Add 25 yards to the deck gun range deflection.
OWN 25	-	-	<	-	Subtract 25 yards from the deck gun range deflection.
OTATE OPE LEFT	JOYSTICK CMND.	CONTROLLER CMND.	JOYSTICK CMND.	< (SHIFT ,)	Rotate periscope/binoculars or bridge view to the left.
OTATE OPE RIGHT	NO KEY CMND.	NO KEY CMND.	NO KEY CMND.	> (SHIFT .)	Rotate periscope/binoculars or bridge view to the right.
B	A	A	A	A	Enter Angle-on-Bow estimate. AOB is entered in degrees by holding the joystick left or right. Press the fire button to enter the estimate. Use positive numbers for Starboard, negative numbers for Port, e.g., 45 degrees Port is -045.
EASE RIS	?	?	?	?	Release debris and oil which may convince the enemy your sub has sunk.
E AND SCALE CONTROLS					
T	W	W	W	W	Pause the simulation — press any key to continue. You may also pause by selecting the Conning Tower screen.
ER	F	F	F	F	Increase the time scale to cause the simulation to proceed more rapidly.
MAL	N	N	N	N	Return to normal time scale.
M	Z	Z	Z	Z	Expand the situation map display to take a closer look at nearby ships and terrain.
OOM	X	X	X	X	Compress the situation map display to get a wider view of ship locations and land areas.

cessary to press control key for Atari.

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PRESENTS

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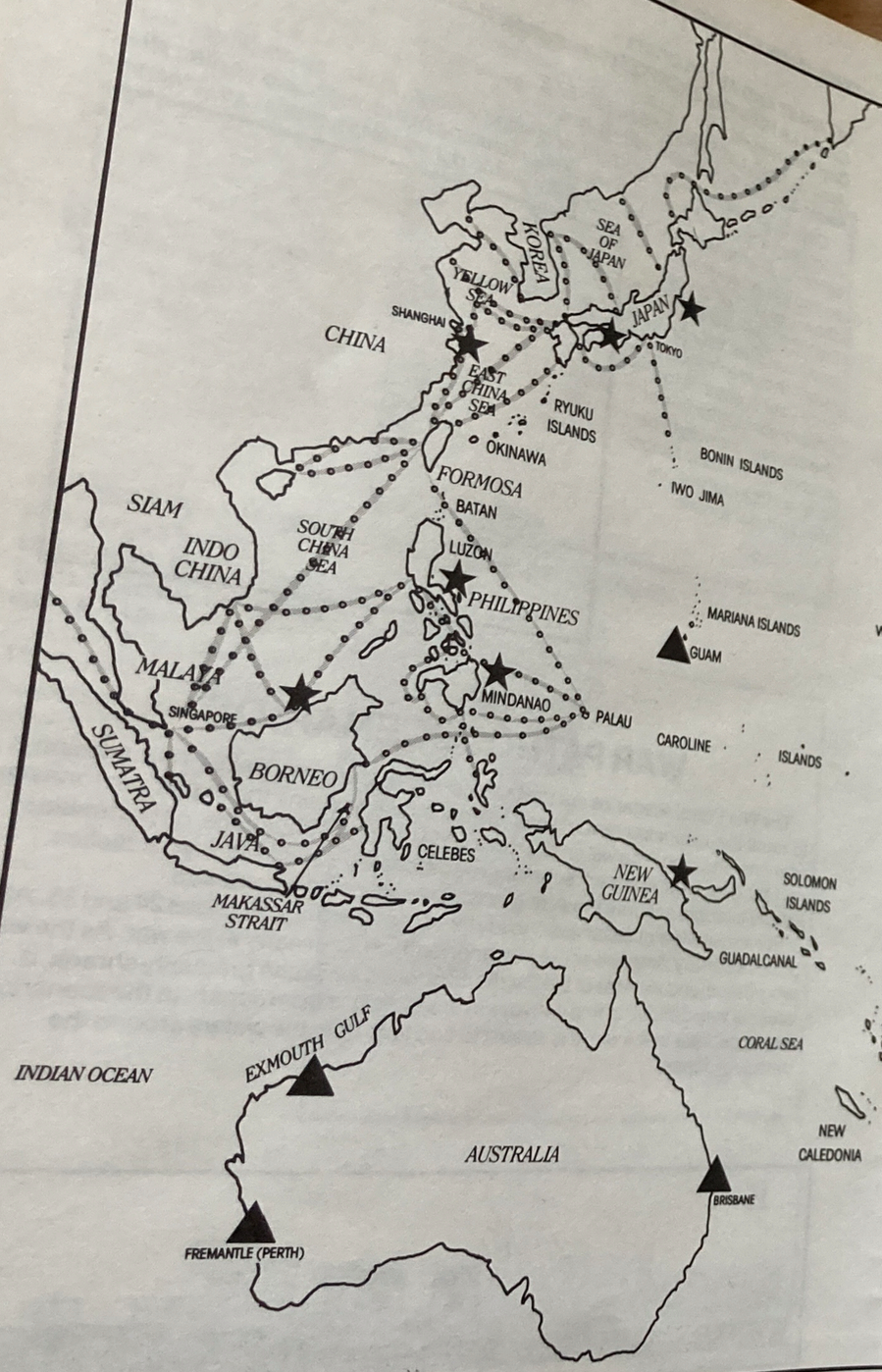

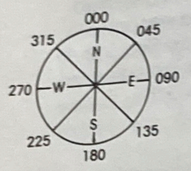

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THE PACIFIC OCEAN

U.S. SUBS

ALLIED BASES

PRIMARY JAPANESE CONVOY ROUTES

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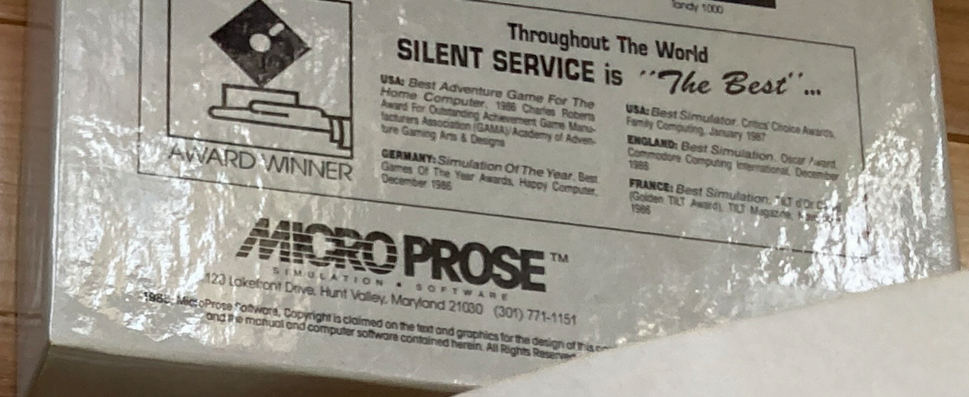

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